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Quantifying Hardware Needs Prior to Production

Spares Strategy for Programs in Development Phases

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Outline

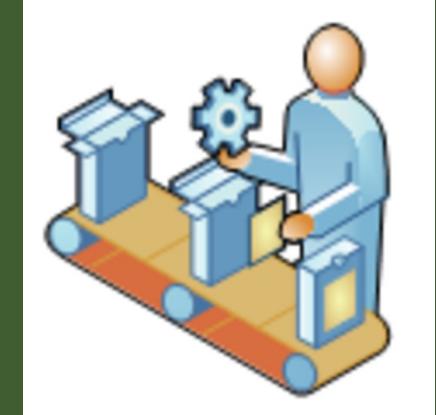
- Problem Context
- Spares Strategies
- Proposed Approach
- Case Study
- Observations
- Future Work



Problem Context

Identification of Spares

- Sparing strategies
 - Ensure spare parts are available for unplanned failures
 - But no surplus of unneeded parts
- Systems in **production or operation**
- Procured in advance
 - Available for use in the event of a failure
- Overhead of procurement and storage offsets the risk of down time if no spare is available



How are Development Programs Different?

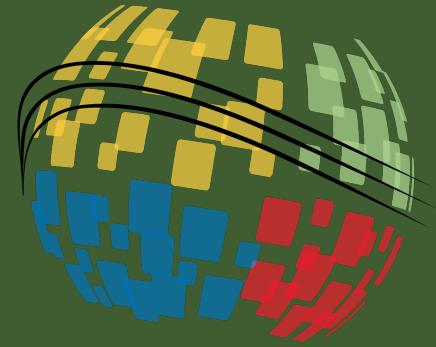
- Design in progress
 - Failures
 - Changes in design of parts
- Program delays due to lack of parts can be significant
 - Too few or wrong parts can delay activities crucial to finalizing design
 - However
 - Difficult to know which parts will be needed
 - Spares may become outdated or never be used
 - Use of parts that are of incorrect pedigree (design version) can compromise results





Challenges in Defining Spares for Development Programs

- What parts are needed?
 - How to determine how many parts of each version of the design and when?
 - Ensure ability to continue activities when expected failures occur
 - Reduce waste and inventory management cost
- Limited data to make decisions
 - Lack of guidance to make informed assumptions and decisions
 - Many programs choose spares based on experience of individuals working program
 - Varying degrees of success
 - Difficult to justify budget and/or schedule requests



Current Approaches

Spares Strategies

Production Sparing Strategy

Well Defined

- Tied to reliability analyses
- Considers:
 - Delivery time
 - Cost
 - Downtime
 - Lost production costs
 - Failure and repair data
- Calculates the quantity of spare parts needed at any specific time

Calculated as Cost VS Risk

The goal: reduce risk to an acceptable level with an acceptable cost.

$$\text{Cost} = \sum_{i=1} S_i + O_{Si} \quad (1)$$

$$\text{Risk} = \sum_{i=1} P_{fi} * C_{fi} \quad (2)$$

- S , Cost of the spare(s)
- O_S , Associated overhead for the spares (inventory, maintenance and personnel costs), for each spare (i).
- P_f is the probability of failure
- C_f the consequences of the unwanted event



Proposed Approach

Development Sparing Strategy

Proposed Definition

- Calculation of cost and risk is more difficult
- Cost
 - Cost of part – may include Non- recurring engineering
 - No long-term inventory or overhead
 - Potential cost to modify spare
 - Spares may not be used
- Risk
 - Probability of failure is based on design maturity
 - Consequence of a failure is related to impact on design progress if a spare is not available

Calculated as Cost VS Risk

$$\text{Cost} = \sum_{i=1} = S_i + M_{fi} \quad (3)$$

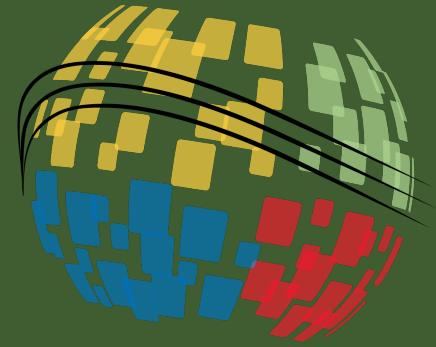
$$\text{Risk} = \sum_{i=1} P_{fc i} * C_{fd i} \quad (4)$$

- S , Cost of the procurement of the spare
- M_f , Potential cost to modify the spare,
- P_{fd} , is the probability of failure in development system
- C_{fd} , Consequence of failure in development system

Calculation of the Cost of Consequence

$$C_{fd} = (D+D_p)*E*R*N*/I$$

- D - duration of the delay (to replace the part if no spare), Program daily execution cost * number of days delay + any retest costs (facilities, etc)
- D_p - the potential damage to system (dollars for repair/rework – estimate)
- E - a factor representing the criticality or essential nature of the part (can tests continue without the part?). 0 for a part that is rarely used. 1 for all other modules/cables except for security essential and 2 for security essential modules/cables.
- R - factor representing the redundancy in the system (are there other parts that can be used while a replacement is found?). 0 for more than 3 modules/cables redundancy, 1 for 2 modules/cables redundancy, 2 for 1 or less modules/cables redundancy.
- N - the state of the design of the part reflecting the necessity (are there factors indicating the part cannot or will not change and a representative can replace the part such as a load or an emulator?). 0 for not necessary or a replacement emulator or load is sufficient and 1 for necessary.
- I - factor representing the resulting impact on major program milestones as the result of a failure (specifically the First Production Unit (FPU) or the Initial Operating Capability (IOC)). 1 for no push of FPU or IOC, 2 for push of FPU or IOC.



Case Study

Case Study

- Well Defined Program Plan/Schedule
 - Two prototype builds before final design for production
 - Environmental test can be at system or subsystem level
 - System and subsystem functional test beds
 - Testers available for subsystem and system test
 - Full system level test with each prototype build
 - Normal environments and destructive abnormal environments
 - Schedule defined - No spares allocated

Case Study

- Well Defined Program Plan/Schedule

- Two
 - Env
 - Sys
 - Tes

Defined budget

Defined schedule

Defined # of parts

- Full system level test with each prototype build
 - Normal environments and destructive abnormal environments
 - Schedule defined - No spares allocated

Case Study

- Well Defined Program Plan/Schedule
 - Two week lead time
 - Environmental testing
 - System level testing
 - Test plan
 - Full system
 - No environmental
 - Schedule defined - No spares allocated

Defined budget

Defined schedule

Defined # of parts

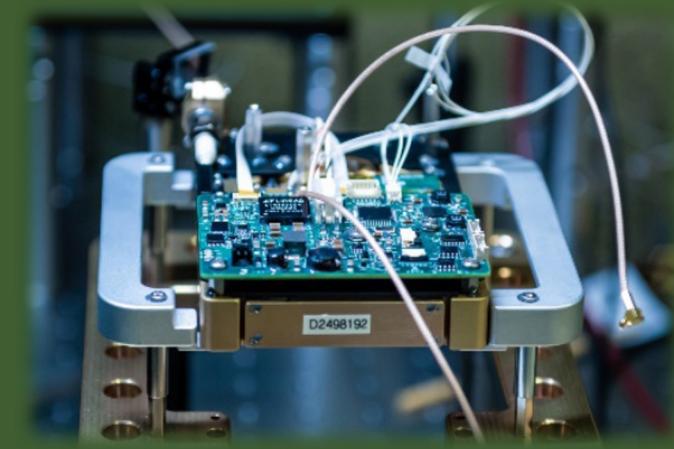
?? Spares ??

Case Study

- Calculation of Cost VS Risk needed to be narrowed down
- Program had defined risks and risk contingency funds
 - Some risks related to failures in development schedule
 - Delayed or repeated tests
 - Re-spin on designs
 - Alternate designs
 - Focus on electronic design and cables; mechanical structure design mature

Case Study

- General Rules to narrow problem space
 - Readily available COTs = no spares
 - Mass mocks for subsystems available
 - Quantities for environmental qualification = 3
 - Cables – connectors/wires can be spares but don't build cables
 - PWBs – parts versus populated boards
 - One of a kind items priority for spares
 - Critical parts priority for spares
 - Assume 20% failure rate**
 - Consequence can affect schedule, damage to system if part fails, cost, technical integrity of data, etc. – converted to dollars



Case Study

- **Development activities:**
 - Subsystem functional tests, Prototype 1 and Prototype 2
 - Subsystem environmental tests, Prototype 1 and Prototype 2
 - System functional tests, Prototype 1 and Prototype 2
 - System destructive environmental tests, Prototype 1 and Prototype 2



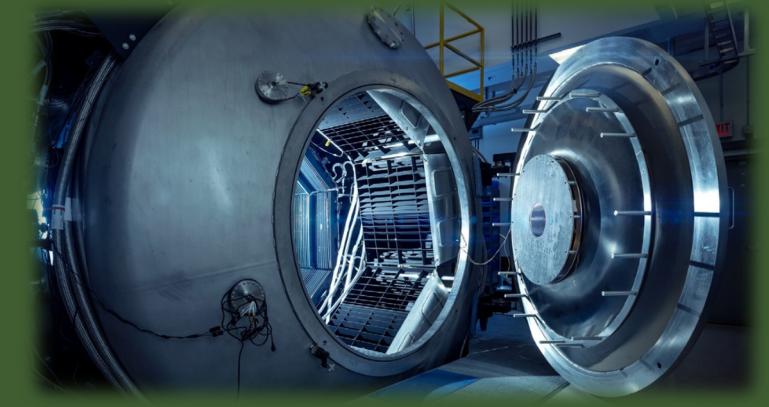
Case Study

Example: System Level Destructive Test

- Cost: 40 subsystems at \$55k each + \$10k modification cost for each = \$2.6M
- Risk:
 - Parts may fail and need to be replaced – with no spares, there is a 6 month delay to procure, checkout and install spare. Test results required to move to next phase.
 - 20% probability of a single subsystem failing
 - 6 months (at \$50M yr burn rate = \$25M + cost of spare \$55k) = \$25.06M
 - Risk = \$5M

Cost < Risk

- Residual opportunity – spares not used would be available for other activities



Calculation of the Cost of Consequence

$$C_{fd} = (D+D_p)*E*R*N*I$$

- D - duration of the delay. Program daily execution cost * number of days delay + any retest costs (facilities, etc)
- D_p - the potential damage to system (dollars for repair/rework – estimate)
- E - a factor representing the criticality of the part (can tests continue without the part?). 0 for a part that is rarely used. 1 for all other parts except for critical and 2 for critical parts.
- R – Redundancy factor (are there other parts that can be used while a replacement is found?). 0 for more than 3 part redundancy, 1 for 2 part redundancy, 2 for 1 or less part redundancy.
- N - Necessity of part (a representative can replace the part such as a load or an emulator). 0 for not necessary or a replacement emulator or load is sufficient and 1 for necessary.
- I – Impact factor - impact on major program milestones as the result of a failure (specifically the First Production Unit (FPU) or the Initial Operating Capability (IOC)). 1 for no push of FPU or IOC, 2 for push of FPU or IOC.

Case Study

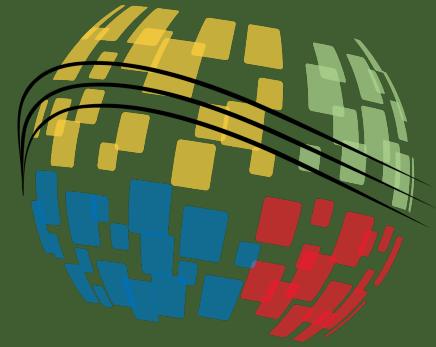
Example: Subsystem Environmental Tests

- Cost: 1 subsystem at \$55k each + \$10k modification cost for each = \$65K
- Risk:
 - Parts may fail and need to be replaced – there are 3 units, one may be repurposed from a different environment while a spare is obtained (6 months or part is repaired/modified 1 month).
 - 20% probability of a single subsystem failing
 - Consequence is delay of information to next design spin – margin in schedule. No schedule impact, added expense of repair or spare (\$55k +10k mod) = \$65k
 - Risk = \$13K

Risk < Cost

- Residual Risk – prototype unit may be exposed to more environmental testing than planned – consider impact to later testing





Observations

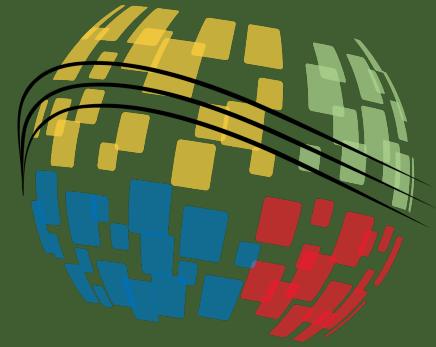
Process Flow

Development Program
Sparing Strategy.



Observations

- Effectiveness of Process
 - Must work within constraints of program (HW plans, schedule, design needs)
 - Program plan changes = spares strategy must be revisited
 - Most effective when assessing each planned activity separately, then revisit total number of spares for sharing opportunities
 - Provided basis for allocating risk funds or management reserve
 - Drove decisions on order of activities
 - Could not account for every possible failure
- Ease of Process
 - Required great familiarity with HW, Schedule, and design assessment activities
 - Required Program cost data or estimates
 - Required understanding of typical types of failures
 - Would require a chief engineer or lead Systems Engineer to execute



Future Work

Future Work

- Additional Areas of investigation
 - Capturing residual risk/opportunity
 - Predictive failure rates based on common technology
 - Criteria for ideal ratio of Risk to Cost
 - Leveraging technology readiness assessments (TRL/MRL) in calculations
 - Decision tree/process flow chart/automated application
- Industry case studies
 - Transportation
 - Aircraft
 - Industrial equipment
 - Medical
 - Satellites

Questions?

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